The Ultimate Experience in Alien Invasion...

MARAUDER
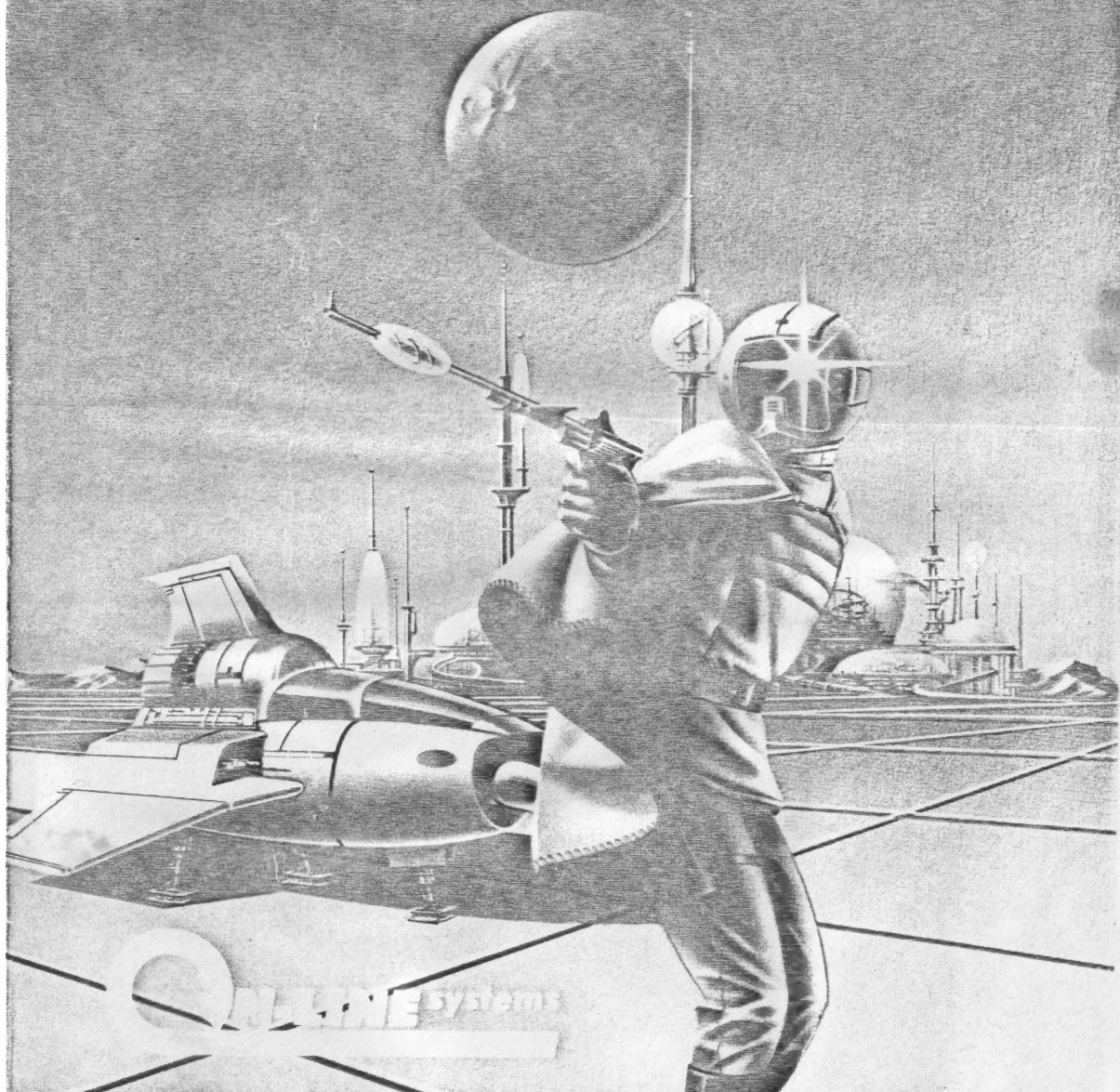
By Rorke Weigandt and Eric Hammond

On-Line Systems

Marauder is a real time simulation of an attack on a distant alien planet. The first two levels can be played either separately or simultaneously.

TO BEGIN PLAY ...

Marauder boots under DOS 3 3. To boot the disk, simply insert it into the disk drive and turn on the computer If you have an Apple II you will have to type the slot # of your disk drive followed by CTRL-P.

When the main menu appears, select one option...

1) Play level one only
2) Play level two only
3) Play levels one and two
4) Enter starting skill level

Selections one, two and three are self explanatory.
Selection four is to be used after you have mastered the lower levels and wish to progress to a tougher skill level MARAUDER offers 16 skill levels to challenge even the best arcader.

LEVEL I

You are the pilot of a ship attacking an alien planet and its defense installations. Destroy the ground defenses of the planet and land in the ruins of the fireball launcher to begin your ground assault of the planet.

KEYBOARD CONTROL ON LEVEL I

I - moves the ship UP
J - moves the ship LEFT
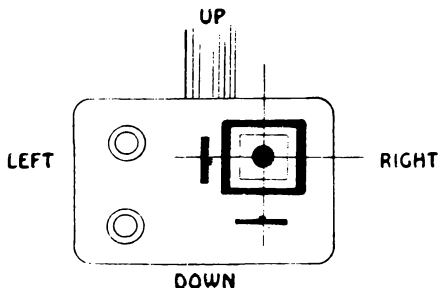K - moves the ship DOWN
L - moves the ship RIGHT

D - STOP motion of the ship
F - FIRES missile

SPACE — Gives BOOST of speed. There is a four second interval between uses of this function.

CTRL T - TOGGLES between joystick and Keyboard CONTROL

For Joystick Control:

UP

LEFT   RIGHT

DOWN

BUTTON 0 is for BOOST
BUTTON 1 is for FIRE MISSILE

LEVEL I

HI SCORE XXXXXX   3   3   0000   B   SCORE 000000

HI-SCORE INDICATOR
CURRENT NUMBER OF SHIPS
CURRENT NUMBER OF MARAUDERS
BONUS TIMER
BOOST INDICATOR
CURRENT SCORE

SHIELD
INDISTRUCTIBLE FIREBALL
MINE - 100 points
MISSILE - 200 points

600 Points/Missile Base
600 Points/Mine Launcher
500 Points/Laser Turret
500 Points/Laser Turret
800 Points/Fireball Launcher
500 Points/Laser Turret
500 Points/Laser Turret
600 Points/Mine Launcher
600 Points/Missile Base

﹄AUDER

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LEVEL II

Enter the labyrinth of the city and begin your search for the power station which supplies life support for the defending aliens. Be Careful! An army of robots stand guard through the labyrinth and will kill on sight. Because MARAUDER is a realistic simulation, you will not be able to see the robots until they are within your field of vision.

Robots can intercommunicate and see and hear your shots. The MARAUDER can only be killed by shots from a robot or bricks from the ceiling falling on him. The power center is worth whatever bonus points are still on the timer when you destroy it.

A direct hit on the power center with your hand weapon will begin the destruction of this world. You then have 2000 units of time to return to your ship before the ceiling begins to fall on you. A safe return will leave you ready for your next planetary assault.

KEYBOARD CONTROLS ON LEVEL II

KEYBOARD

S - rotates Marauder LEFT
D - FIRES MISSILE
F - rotates Marauder RIGHT

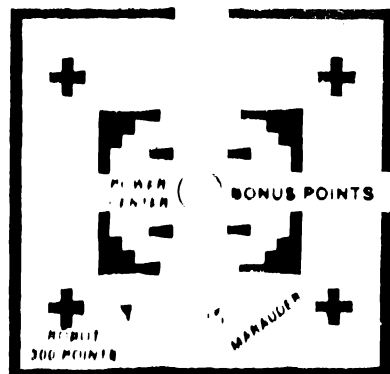J - moves the Marauder BACKWARDS
K - STOPS movement
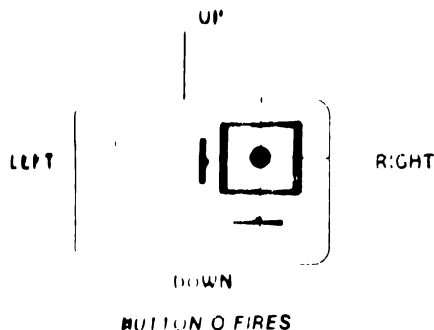L - Toggles between fast and slow FORWARD

GENERAL PURPOSE KEYS

CTRL C - RETURN to main menu
CTRL R - RESTART game
CTRL S - TOGGLES SOUND on and off
 ESC - PAUSE the game in progress

LEVEL II

For Joystick Control:

UP

LEFT   RIGHT

DOWN

BUTTON 0 FIRES

Thank you for playing
MARAUDER

Rorke Weigandt and Eric Hammond

LEVEL 1

The first missiles are launched and the battle begins . . .

The surface of the alien planet is barely visible through the powerful force field that hinders your assault. The alien defense is strong, a constant rain of lasers and torpedoes zip past your ship and huge balls of pure energy track your every move . . .

LEVEL 11

You've done it. The shields are broken and your ship has landed. The invasion begins . . .

Exit your ship and enter the labyrinth of an alien city. Somewhere before you, guarded by the killer robots that rule this world, is the central computer that is the object of your search. Destroy the computer and return to your ship to complete your mission.

ON-LINE SYSTEMS is proud to present the next generation in the evolution of computer gaming.

Travel into the next dimension with Rorke Weigandt and Eric Hammond and test your endurance as a. . .

MARAUDER

DON'T look for it on the coin operated machines.......

It took the full power of 48K APPLE II/II+ to make it a reality.

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